

THE AMERICAN GO JOURNAL

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PAST AND PRESENT PRESIDENTS OF NIPPON KIIN VISIT AGA HEADQUARTERS

JAPANESE AMBASSADOR-at-large Juichi Tsushima, and Mr Tadashi Adachi, President of Nippon Kiin, together with a party of friends, visited the Association's headquarters in New York on August 11, 1952. His Excellency the Ambassador was President of Nippon Kiin for five years after the war, and was a leader in the reconstruction of the Japanese Go Association as well as in the revival of the national economy, having served as Minister of Finance in the first post-war Cabinet.

Mr Tsushima later inspected Karl Davis Robinson's Go library, and visited the Journal's "offices" at Madison, New Jersey. In spite of a heavy schedule of conferences which led to the resumption of payments on Japan's external debts, the Ambassador found time to visit the Association again on September 8. On this occasion, as representative of Nippon Kiin, he conferred the diploma of Shodan (first degree master, amateur) on Mr Koshi Takashima of New York, at the recommendation of the American Go Association.

In the course of these visits, Mr Tsushima expressed his pleasure at the efforts and progress being made by the AGA to popularize Go in this country. It was his opinion that in the near future more of our players would be eligible for Nippon Kiin degrees, and he suggested that such candidates be formally presented through the AGA, and that a game by the candidate accompany these recommendations.

Mr Tsushima tells us that about 7 million people now play the game in Japan. 13,000 hold the degree of amateur Shodan or higher. There are 140 professional masters recognized by Nippon Kiin. Of these, two (Go-sei-Gen and Fujisawa) are 9th degree; there are eight 8th Dan masters.

Many Japanese ladies play Go. There are fifteen among the Nippon Kiin masters, (10%!) three of the 4th Dan. It is interesting to note that Shogi (Japanese Chess) which lacks the flavor of aristocratic culture inherent in Go, attracts very few - there are none who are Shogi professionals.

Considering Mr Tsushima's description of how promising Japanese youngsters are trained, it is hardly surprising that no American players can compete. The typical pupil has learned the rudiments of the game by watching it when a child in his own home. If he shows exceptional aptitude, he is soon brought to the attention of a professional master. Should the master agree with the proud parents that the child has talent, he recommends the lad or lass for a Nippon Kiin scholarship. At this time, the future Honinbo may be anywhere from 6 to 14 years old. He will now attend regular school five days a week and the Go Academy the other two. Two tutors, one 4th and one 5th Dan, are responsible for the group. (The instructors pride themselves on being able to predict how far a student will eventually go, and those who do not have the ability to reach the higher degrees are usually advised to try another profession.) A year later the youngest pupil may still be too small to reach across the Go-ban without almost standing up, but he already has the correct professional manner and can, at the proper handicap, give a Shodan a stiff fight. (What chance has an American, starting at 20 or 30 and learning from other duffers?)

The advance of a master from one degree to the next is determined by the result of yearly Spring and Fall tournaments. All the professionals are required to take part, unless officially excused. In these games the masters take handicaps in accordance with the degrees they hold. Each game played nets each contestant a certain number

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of points according to the difficulty of the situation, as shown in the table on page 51. The schedule of points is arranged so that the average score is 60; if a Shodan scores 80, for example, he is stronger than his old rating would indicate, and advancement to Nidan follows as a matter of course. In these tournaments, ten hours per side are allowed for 5th Dan and higher, seven hours per side for 4th Dan and lower masters.

The degrees are of course relative, and modern masters are believed to be appreciably stronger than equivalent degree men were a half century ago. Another anomaly of the system arises from the fact that 9th Dan is maximum, so that no formal recognition can be given to the rare genius who might be of 10th or 11th Dan strength.

Formerly, until the death of Honinbo Shusai, 9th degree masters were ex officio called Mei Jin (celebrated or illustrious man). This splendid title is now reserved to be conferred - perhaps once in a century - on those 9th degree masters who in addition to high technical skill are universally revered for great spiritual stature and personality. This is consistent with the fact that for the Japanese adept, Go is more than the greatest of games, having ethical and spiritual values as well. The high ranking masters are respected in Japanese society not only for their great skill but also for proven character and self-control. The American players present agreed that Mr Fukuda exemplified these qualities, and that knowing him had made it eas-

ier for us to understand this point of view.

Amateur tournaments are held similarly, once a year. The highest amateur rating is 5th Dan; this is an innovation, Mr Tsushima having been the first in history. By 1951 three players were so honored, and now, as a result of a special tournament held for 4th Dan amateurs, ten hold this higher degree.

In this connection, the Ambassador straightened us out on the matter of amateur vs. professional strength and status. In strength: the steps of the professional ladder are each one-half stone, so that 9th Dan gives 1st Dan 4 stones. In the amateur ladder each step is 1 stone, so 5th Dan would give 1st Dan 4 stones, and would give 9th Kyu 13 stones. On the average, a professional Shodan would give an amateur Shodan 4 stones, but since amateur Shodans vary considerably and even professional players of the same degree may be almost a half stone apart, the handicap would vary from as little as 3 to as many as 5 stones.

In status: Professionals may be divided into two classes - the masters recognized by Nippon Kiin, and the many players who have lost their amateur status by receiving money for teaching or playing so that they cannot play in amateur tournaments, but have not been accepted into the Nippon Kiin professional circle. [The former sense is intended when we use the word "professional".]

Nippon Kiin's income is derived from contributions, magazine subscriptions, diploma fees and newspaper publication rights. In addition the professionals turn over to Nippon Kiin a share of the income they receive for teaching and playing at clubs, employee association meetings, etc. In return, each professional receives a salary from Nippon Kiin in proportion to his rank.

The annual Honinbo tournaments are held under quite different rules than those discussed above. Only 5th Dan and higher are eligible, which results in about 30 or 40 entries, and no handicaps are given. In each game four and one-half points are added to White's score to equalize Black's natural advantage and prevent draws. The tournament is on an elimination basis; the winner then plays the title holder who has of course stood aloof from the process of selecting the leading contender. Thirteen hours per side are allowed, but this limit may be reduced to ten hours each by mutual agreement. The winner of four games out of seven holds the title for the subsequent year. Until the time of Honinbo Shusai, the title was held for life, and was in effect bestowed by the previous Honinbo, but Honinbo Shusai gave up this right in favor of Nippon Kiin. Since then the succession has been:

Sekiyama	6th Dan	1941 - 1944
Hashimoto	7th Dan	1944 - 1946
Iwamoto	7th Dan	1946 - 1948
Iwamoto	8th Dan	1948 - 1950
Hashimoto	8th Dan	1950 - 1951
Hashimoto	8th Dan	1951 - 1952
Takagawa	7th Dan	1952 - 1953

Takagawa came into the title in September 1952, defeating Hashimoto 4-1. It is interesting to note that Fujisawa, 9th Dan, entered the tournament this year but was eliminated. Kitani, 8th Dan, was the unsuccessful contender in 1948, Sakata, 7th Dan, in 1951.

Our visitors have returned home and the American Go Association looks forward to closer relations with Nippon Kiin as a result of these pleasant personal contacts.

SCHEDULE OF POINTS, GRAND TOURNAMENT OF PROFESSIONAL MASTERS OF NIPPON KIIN

There are three possible situations:

I. Players of the same strength. In a sequence of games, they would alternate in taking Black.

II. Players one, three, five etc degrees apart. If one degree apart, then in a sequence of three games the weaker would

- a) take White once
- b) take Black twice

If three degrees apart, the weaker would in a three game sequence

- a) take Black once
- b) take two stones twice

III. Players two, four, six etc. degrees apart; the weaker would consistently take one, two, three stones respectively.

Single games, then, can be equalized by rewarding the players in proportion to the difficulty of the situation, using the following schedule:

Situation	White's Score			Black's Score		
	Win	Draw	Lose	Win	Draw	Lose
I	105	75	45	75	45	15
II a	100	70	40	80	50	20
b	110	80	50	70	40	10
III	90	60	30	90	60	30

Note that the number of moku by which a game is won or lost does not affect the tournament score.

Answers to Problems on Page 55

1. *1 B18, °2 A17, °3 A18.
2. *1 T16, °2 S19, °3 T18, °4 R16, °5 Q17.
3. °1 A7, °2 A6, °3 B8.
4. *1 M1, °2 M2, °3 Q1, °4 R2, °5 R1, °6 S2, °7 S1, °8 T2, °9 P2.

Errata:

Vol 3 No 2 page 24. Comment on °23 G17 should read "Not °23 M16." instead of "Not °23 M17."

GO-SEI-GEN - FUJISAWA MATCH

Game 4

This fourth game of the match between the two ninth degree masters was commented on by Fujisawa, who played White and won. Go-sei-Gen resigned, being about 15 points behind. Fujisawa took 12 hours 57 minutes, Go-sei-Gen 9 hours and 42 minutes. The dates were January 31st to February 2nd, 1952. The translation is by Koshi Takashima, Shodan.

Black	White	Black	White
1 Q16	C4	37 P10	O9n
3 Q4	D17	39 M6	M3
5 E4	E3	41 R1n	K4n
7 F3	D3	43 J3	L3
9 F4	D5	45 D4n	C6
11 K3	C15n	47 C3	C2
13 J17	R6	49 B3	B2
15 R5n	Q6	51 F2	B4
17 R10	P4n	53 N11n	M9
19 P3	O4n	55 K6	J4
21 Q5	P6	57 F6	L10
23 P5	O5	59 O10	O8
25 O6n	Q3	61 H6n	L12n
27 R3	Q2	63 P2	O2
29 S5	R2	65 Q1+3	K2
31 S2	O3	67 J2	L1
33 O7	R8	69 Q17n	H4n
35 S4	P8		

*1 - *12. The Fuseki to this point is identical to that used in game two.

*15 R5. If *15 O4, then *16 S4, *17 R3 and *18 R9.

*18 P4. I wanted to play *18 O3, but in view of the belligerent *15 and *17, I decided P4 was safer. I had visualized the continuation as follows: *18 P4, *19 P3, *20 O4 then *21 Q3, *22 O7, *23 Q14 and finally *24 D10.

*20 O4. The 7th degree Master Sakata later suggested that *20 might have been played at Q5. W would not need to fear the sequence *21 R4, *22 O3, *23 O4, *24 P5 since the black corner would be insecure, and *23 could be caught in shicho.

*25 O6. I had not anticipated this play. I had expected that B would secure the corner with *25 R3. *25 O6 is an attempt to separate the W stones. It is a strong play because B already occupies K3 and R10, which confine W from expanding on both borders.

*38 O9. This does not appear to be the correct play, but in fact *38 O8 would be followed by: *39 M7, *40 N8, *41 M5 and B would have a favorable position.

*41 R1. Go-sei-Gen comments that this is not the best placement at this time. *41 N11, *42 M9, *43 K5 would have been stronger.

*42 K4. It was more important for me to play here than to save the three stones around Q2 just now.

*45 D4. This play is all right if W has an extension at C8, but otherwise is not considered good. [If W already has a stone at C8, then he gains nothing in the course of defending his position, but if he has not already extended to C8, then the strength he gains around C6 will make it possible for him to extend more daringly.] In this case, however, B wants to be able to play *51 F2 with sente. *51 F2 will make it possible for B to tenuki after *56 J4. These benefits outweigh the fact that *45 strengthens White on the west border.

*53 N11. Good!

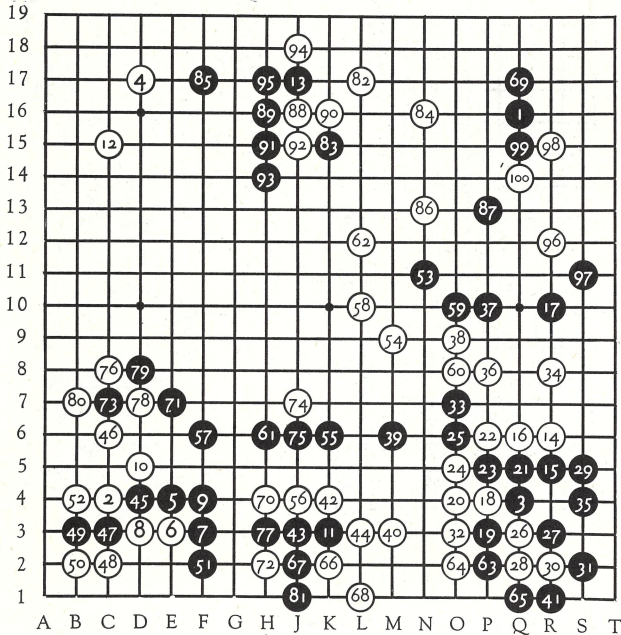
*61 H6. B connects his groups with this play. L12 is an important point for both players, but if *61 L12, then *62 H6.

*62 L12. There were three possibilities. I could have played P2+ to save three stones, or invaded at R17. The latter would strengthen B (through *62 R17, *63 R16, *64 Q17, *65 P16, *66 S16, *67 S15, *68 S17, *69 R14, *70 L12) so I chose L12.

*69 Q17. Good! If *69 O17, I would have played *70 R16; if *69 M16, then *70 R17.

Game 4

Black	White	Black	White
71 E7n	H2	87 P13n	J16n
73 C7	J7	89 H16	K16
75 J6	C8	91 H15	J15
77 H3	D7	93 H14	J18n
79 D8	B7+	95 H17	R12n
81 J1	L17n	97 S11n	R15
83 K15	N16n	99 Q15	Q14
85 F17n	N13		



1 - 100

°70 H4. Poor timing. L17 would have been correct.

°71 E7. Correct. If °71 H3 to save the three blacks, then °72 G5 (nozoki) and the black stones would be cut apart.

°82 L17. Last call for uchikomi. There would be no more chance if B had played M16.

°84 N16. I could have played G17 instead, and then seized the west border with °86 E8 after black's 85 K17.

°85 F17. Good. If °85 M15, then I reply °86 O17.

°87 P13. The popular choice in this situation, although °P14 is perhaps safer. Later on I am lucky - I get a chance to invade at R12.

°88 J16. B cannot reply °89 K16 because °90 K17, °91 H17, (not °91 H16 - shicho doesn't work for B) °92 J15. It is better for B to give up one stone.

°94 J18. Usually J14 would be played, but in this case B would reply °95

O16, °96 N15, after which all chance for uchikomi in B's territory is gone.

°96 R12. The longed-for opportunity. If °97 R14, then °98 S10 watari.

°97 S11. Double-purpose - prevents the connection and attacks °96.

101 P14
103 P7

102 S12
104 S17

°103 P7. Black cannot successfully play R14, as Figures 1 and 2 show. If 103 R11, then Figure 3 or 4. (In Fig 4 W has only one eye, but semeai results, the outside black stones being none too secure, and a Ko is also inherent in the situation.) Black's intention in playing 103 P7 is to play nozoki at °105 Q9 if °104 Q7. If instead °104 Q8, then B would proceed as in Figure 3.

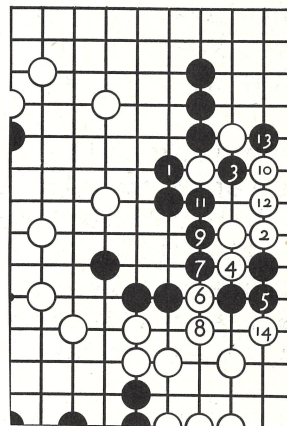


Figure 1

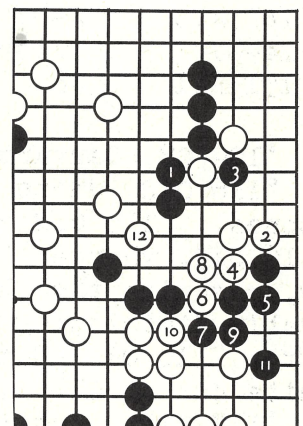


Figure 2

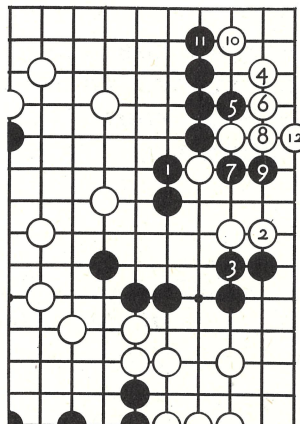


Figure 3

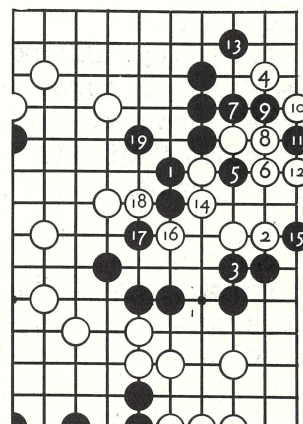


Figure 4

°104 S17. I give up the four stones around Q6 and R8 to take the corner.

Go-sei-Gen Fujisawa

105 R11	R14	153 H10	G9
107 S18	S16	155 G10	F10
109 Q8	Q9	157 F11n	F8
111 Q7	O17	159 C16n	C17
113 O15	P12	161 G7	H8
115 N15	O12n	163 C12	C14
117 M16n	M17	165 C9	E8
119 Q10	M14	167 D16n	B16
121 O18	N18	169 B17	E16
123 L13n	L14	171 D15	D14
125 N14	O13	173 E15	E14
127 M13	J14	175 F15	B18
129 M12	Q12	177 M4	L7
131 J13	K13	179 M7	M5
133 K12	K14n	181 L5	L4
135 J12	L11	183 N5+	G3
137 N10n	H11	185 G4	M2n
139 G12	G11	187 D9	E11
141 K18n	L18	189 B8	E6
143 F12	E10	191 F7	E12
145 K17	M15	193 C7+	B6
147 J10	H9	195 B13	B14
149 J9	J11	197 M8	L8
151 K11	J8	199 N9	B11

around P15 or the whites around L18 survive. Fujisawa goes on to say: If B played N2 as a Ko threat, I would fill the K15 point, ending the Ko. If Black then followed up his N2 threat, I would have sente to size the west side.

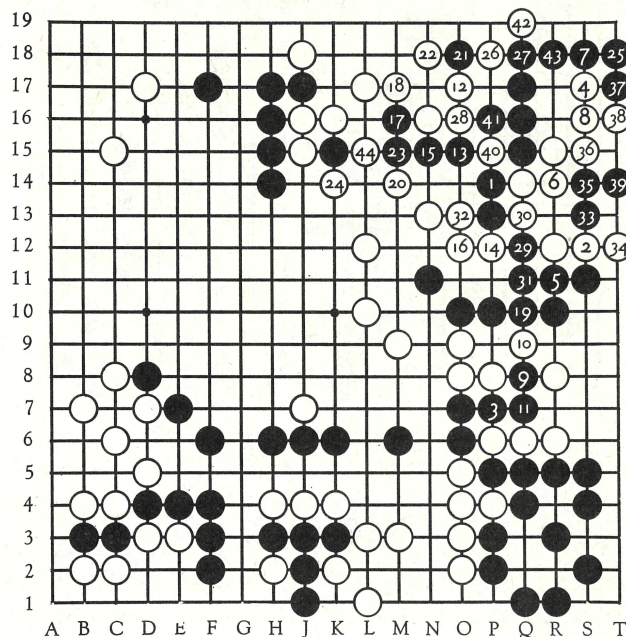


Figure 5

*109 Q8. Captures the four whites.
 *116 O12. White has separated the B stones. *115 O12 would have lead to *116 Q12, whence *117 O13, *118 Q10 or R9, rescuing the *R8 stone and considerably diminishing the black territory. After *116 O12, B must guard against a white cut at Q10.

*117 M16. Futile. B does not have time to continue here, since he cannot afford to omit *119 Q10, and the black stones around P15 cannot survive after *120 M14.

*123 L13. Black gives up the struggle for the corner and attacks White's center stones. If *123 M15, then Fig 5. If instead of *T18 of Figure 5, B plays P17, then Figure 6.

Figure 5

White wins by one liberty - the black stones around P15 die before the white ones around R14.

Figure 6

*126 Q18 is well placed. *140 is followed by *141 K15+. After *143 H18 we have a Ko fight [W takes with *144 L15] to determine whether the blacks

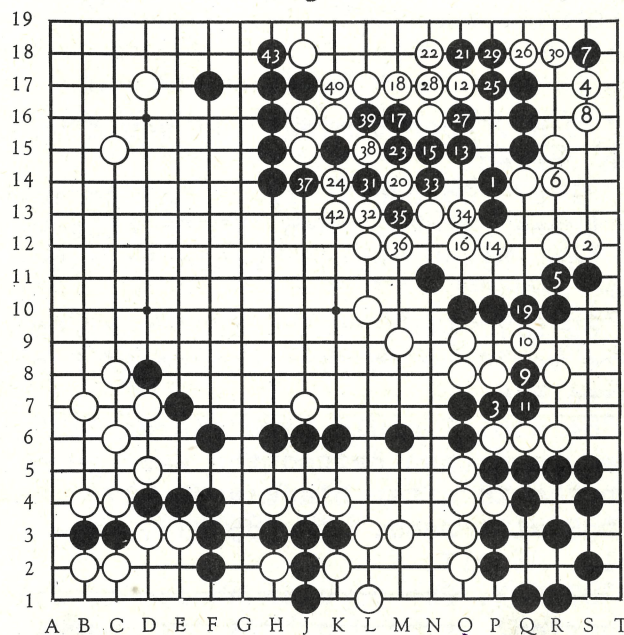


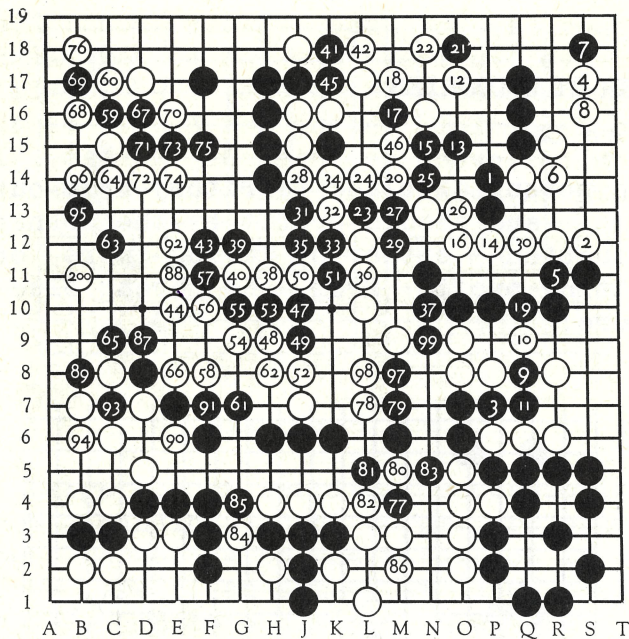
Figure 6

*134 K14. Now if I can save my center stones, I win - if not, I lose.

*137 N10. Necessary, or W easily makes safe through *M11, *N12, *N10.

*141 K18. This, and *145, are "good sente".

Game 4



101 - 200

*157 F11. If *157 K10, then °158 F8. B then could capture half the whites through °159 K8, but I would have sente for a play on the west side, and could still win.

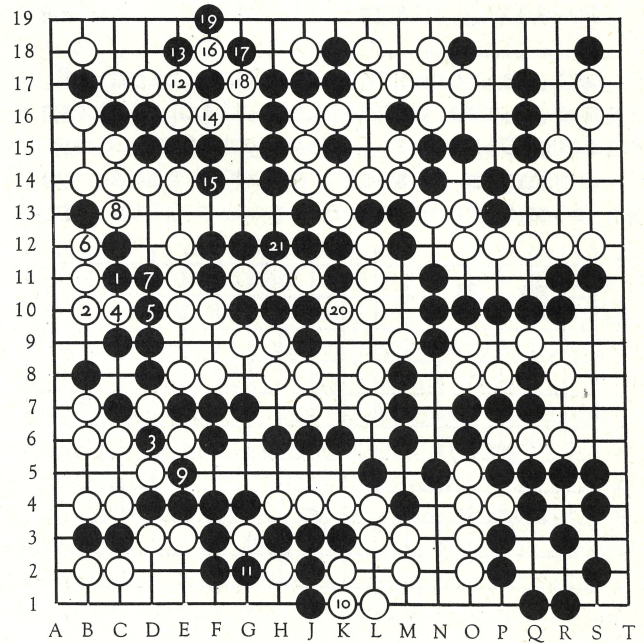
*159 C16. This is often seen. If °160 D16, then *161 B15. Could B have cut off the whites in the center with °159 L8? No - I would reply °160 N7, whence °161 N6, °162 K9, °163 K10, °164 L7.

*167 D16. If B tsugi at D9, then °K11 and White connects easily.

*186 M2. Suppose we had the °180 - °186 sequence without the preliminary °178 L7 play (and its °179 M7 reply). With these two stones off the board, B could cut off the whites around 08 by

playing °L8. Earlier (see comment on °159) °N7 was an effective reply to °L8, but now B has a stone at N5, so °N7 would be answered simply with *M7. °194 B6. I refuse a Ko fight - B has too many threats in the corner.

201 C11	B10	213 E18	F16
203 D6+	C10	215 F14	F18
205 D10	B12	217 G18	G17+
207 D11	C13	219 F19	K10
209 E5+	K1	221 H12+3	F17ts
211 G2+	E17		



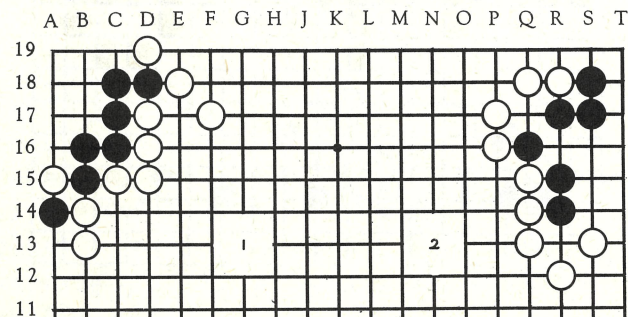
201 - 222

*208 C13. It's a cinch - the capture of one black stone wins the game.

* * *

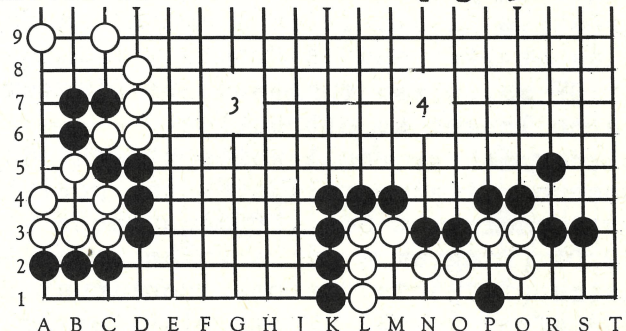
Problems

Contributed by Professor Lien-sheng Yang, of Harvard University.



B to play and live. B to play and live.

They are taken from Igo, October 1951, and grade from elementary to advanced. Answers will be found on page 51.



W to play and kill. B to play and kill.

THE INVASION OF BORDER TERRITORIES

by Kajiwara, 6th Dan

This is the second of a series of articles; the first having appeared in the September issue of this Journal. The Editors would like to express publicly their thanks to Mr Mitamura for sending us this valuable material.

Part 2

Invading Plays Starting at Keima

Let us consider the position of Diagram 4. The situation is similar to that in Diagram 3, except that instead of a single stone at C9 Black has a two-stone formation on the 10th line.

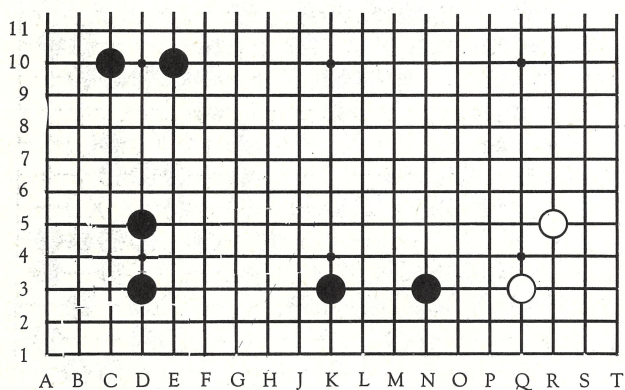


Diagram 4

Black, then, has had opportunity to strengthen himself before the white invasion. This implies that W has spent a stone making territory elsewhere, and he cannot expect to invade as deeply or as easily as he did in Diagram 3. The black reinforcement on the west makes it possible for B to be more aggressive in his defence against a Kata play at J4, and a future W follow-up at C7 which was suggested in Diagram 3 is no longer as attractive.

How, then, shall White attack? Suppose he first complicates the position by invading at C4. If B connects with 2 D4 (Diagram 4 A), a white play at Keima (3J5) is the best continuation, and after 6 G4, W can play for Ko in the corner as shown. He has reduced

the potential black territory from outside, and should profit by the corner situation - either by living there or getting profit from a Ko threat elsewhere.

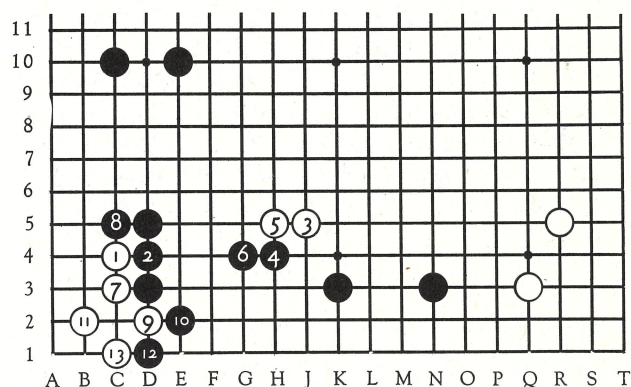


Diagram 4 A

Seeing this outcome, we question the wisdom of 2 D4. What about 2 C3 instead? This is better - see Diag 4 B. W cannot live in the corner. He should now continue at Kata (J4), rather than Keima, since this more effectively compresses the black position, and the presence of the sacrifice stone 4C4 has restored the possibility of a future white play in the C7 region. The preliminary 4C4 stone, has then robbed the inhibitive 4E10 post of some of its effectiveness.

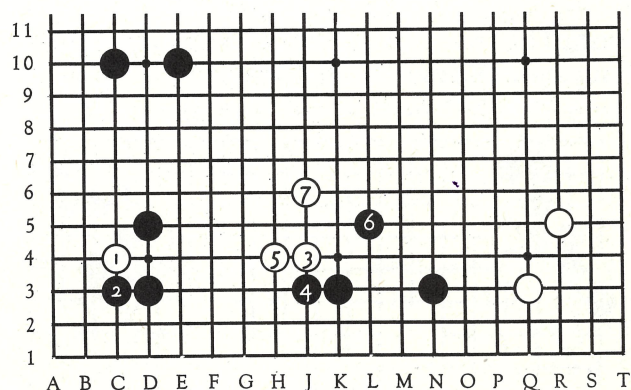


Diagram 4 B

Part 2

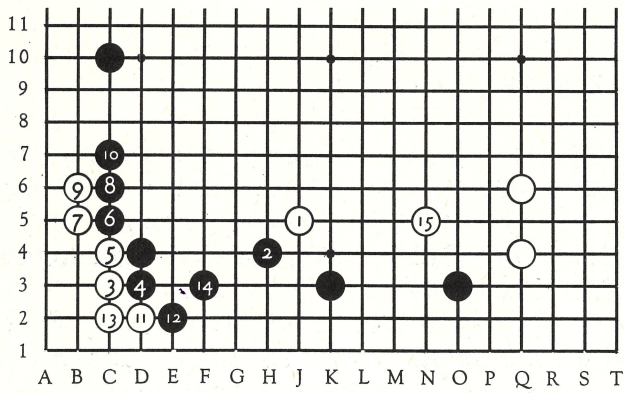


Diagram 5 A

Large border territories developing from a handicap-point corner are often seen. Depending on the situation in adjacent areas, an attack at °1 C6 could go well. In this discussion we are concerned with the effect of °1 J5. If B consolidates with °2 H4, then °3 C3 invades at once. W keeps sente throughout the entire operation and uses this advantage to occupy N5, which, in conjunction with °1 J5, threatens black's remaining south border territory. The black formation is now unattractive. °1 J5 has been successful. As mentioned before, attack at J4 is ineffective against a three-skip consolidation.

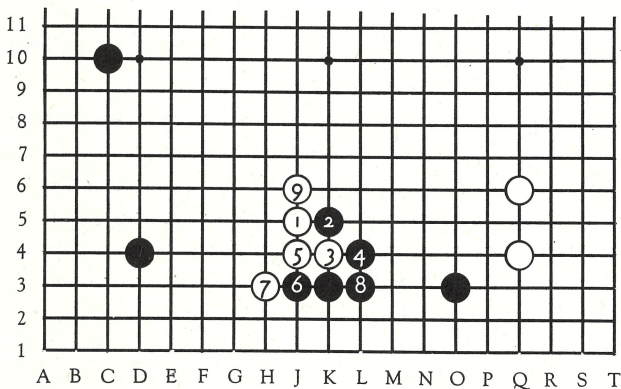


Diagram 5 B

In this diagram we see the result of °2 K5, which B might try in order to weaken White's attack. After °9 J6, W has a satisfactorily strong position, and has successfully reduced the black south border. °4 J4 would have been poor - W captures the K5 stone in shicho after °5 L4, °6 J3, °7 K6. If B tries to avoid this development after

°4 J4, °5 L4 by playing °6 J6, his position becomes even worse through °7 J3, °8 H5+, °9 H4, °10 J5, °11 K2.

Part 3

Invasion Plays Starting at Boshi

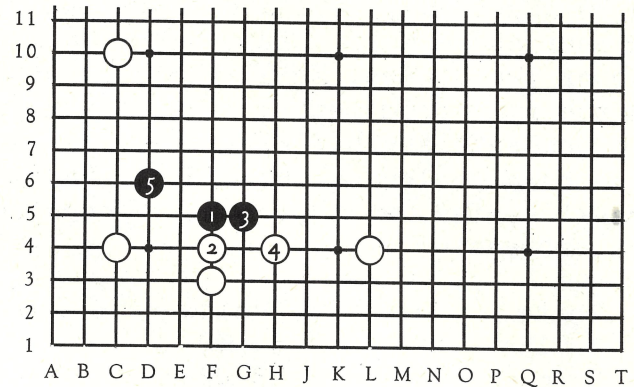


Diagram 6 A.

The method used to reduce White's large border territory, - developing from his two-skip corner consolidation (ogeima shimari), is different from that which would be employed against a one-skip formation (ikken Shimari). F5 is the important point here and °1 F5 is the best attack. W has several replies (F4, D5, H4, D6) at his disposal, depending, of course, on the situation in other sectors. In this diagram, after °2 F4 and the sequence shown, the black stones are well proportioned, and Black may find time for such plays as D4, D3 or C5. If W plays 4 E5 instead of H4, then °5 E6, °6 D5, °7 H4. It is important to remember that when the opponent's territory develops on both borders, the invader is able to weaken only one side.

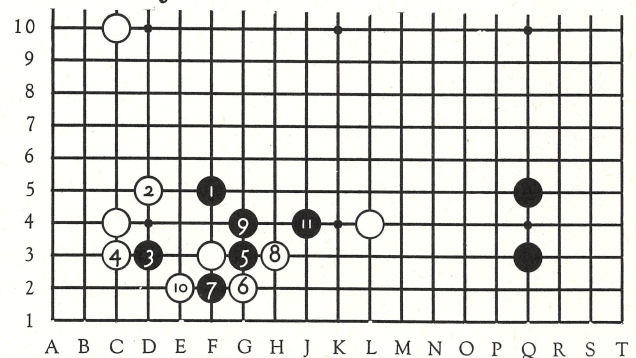


Diagram 6 B.

TAKATA - GILLOOLY GAME

The following is an offhand game, played between Ichitaro Takata, White, and Robert Gillooly, Black. Mr Takata is an amateur Nidan. The game was played on August 11, 1952 and lasted about an hour and a half. Black had a handicap of two stones. [Mr Gillooly recorded the game from memory the next day. The comments are his also; readers who have been following the Honinbo Shusai Fuseki series will probably recognize his refreshing style.]

White	Black	White	Black
1 C15	Q3	51 G2	C3
3 Q6	O4	53 D2	G5
5 R3n	R4	55 H4	C9n
7 S4n	R5	57 F7	H5n
9 R2	Q2	59 C5n	C4
11 S5	R6	61 C11	C7
13 S6	R7	63 C6n	D6
15 Q1	O2n	65 C8	B7
17 D7	D17	67 D8	B8
19 E15	G17	69 D9	C10
21 Q14	O16	71 D10	B11
23 J17n	H16	73 B12	B10
25 M17	M16	75 C12	J4
27 L16	M15	77 J3	K3
29 N17	O17	79 K4	J5
31 L15	O14n	81 J2	L3n
33 R16	R17	83 R9	R8n
35 R15	S17	85 Q9	P8n
37 R11	C16n	87 J7	K7n
39 B16	B17	89 K8	L7
41 D16	C17n	91 L8	M7n
43 F3	F4	93 M8n	H14
45 G4	F5	95 G18	F18
47 E2	E3	97 H18	E17
49 D3	E4	99 G15	H15

°5 R3. I think it is too early in the game for a venture such as this; before giving B the outside strength ceded by this Joseki, W should continue the general Fuseki play.

°7 S4. The customary cut, Q4, is much better.

°16 O2. As a result of W's seventh play, Black's initial handicap advantage has been increased.

°23 J17. Well played; according to Black's reply, W can extend to M17 or confine the °G17 - °D17 stones.

°32 O14. °L14 was probably stronger.

°38 C16. Was °F4 stronger?

°42 C17. B has lost sente, but the white stones are vulnerable, and as a consequence °D7 has changed character.

°56 C9. There are several likely plays here. C9 seemed the most flexible.

°58 H5. Still believing that °C9 is strong because °C15 is weak.

°59 C5. This benefits B more than W.

°63 C6. A mistake, but of small importance since Black already has the advantage here because of °59.

°82 L3. °K2 was playable.

°84 R8. Terrible! J8 was necessary.

°86 P8. The last chance to play °J8.

°88 K7. Very bad. B is determined to hold his 30 points even if W walls off 50 in the process!

°92 M7. B must get to H14 before W does.

°93 M8. °H14 would have won.

101 N7

102 H7

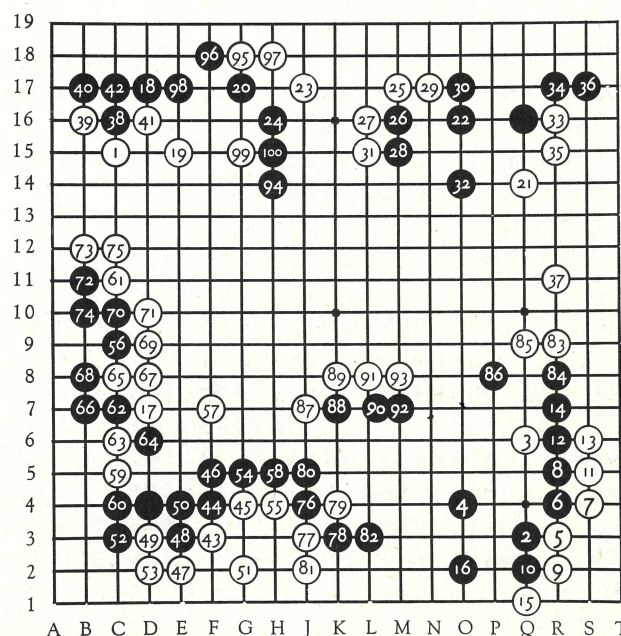
103 H8

104 J6

105 J8

106 N6

°107 M6. Later on W reaps unexpected dividends from this stone.



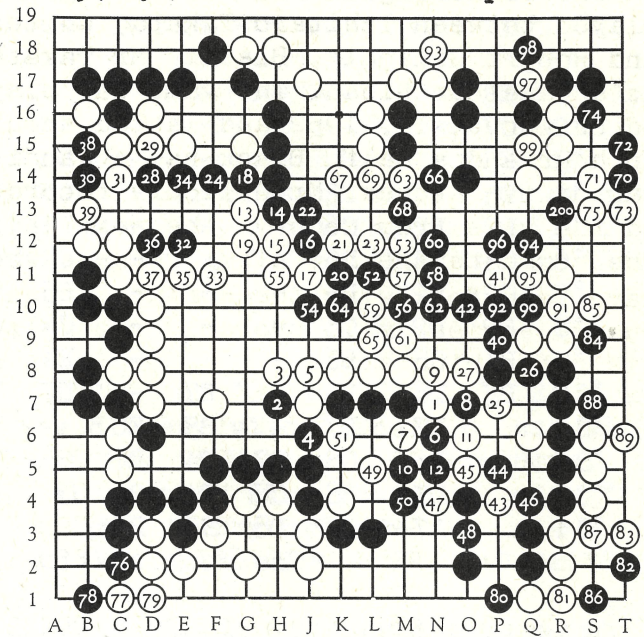
Takata - Gillooly Game

White	Black	White	Black
107 M6n	07	155 H11	M10
109 N8	M5	157 M11	N11
111 06	N5n	159 L10n	N12
113 G13	H13	161 M9	N10
115 H12	J12	163 M14	K10
117 J11n	G14	165 L9	N14
119 G12	K11n	167 K14	M13
121 K12	J13	169 L14	T14n
123 L12	F14	171 S14	T15
125 P7	Q8	173 T13	S16
127 08+	D14	175 S13	C2
129 D15	B14	177 C1	B1
131 C14	E12	179 D1	Pln
133 F11	E14	181 R1	T2
135 E11	D12	183 T3	S9
137 D11	B15	185 S10	S1
139 B13	P9	187 S3	S7
141 P11	010	189 T6n	Q10
143 P4n	P5n	191 R10	P10n
145 05	Q4n	193 N18	Q12
147 N4	03	195 Q11	P12
149 L5	M4	197 Q17n	Q18
151 K6n	L11n	199 Q15	R13
153 M12	J10		

*189 T6. This play is worth only 3 points and could have waited.

*192 P10. Looks harmless enough, but probably should be answered.

*197 Q17. The best attempt.



101 - 200

*112 N5. Black seems to be in good shape now, for if *P7, *08, *Q8, *Q7, *P6, *09, *010, *N9 etc; but W cleverly eliminates this black resource.

*117 J11. Excellent! After this the sequence mentioned in the previous note is no longer possible.

*120 K11. B decides to sacrifice this stone for sente and a chance to attack the 5 W stones in the northwest.

*143 P4. Bait.

*144 P5. *Q4 would be better, since it must be played eventually.

*146 Q4. Catastrophe! *03 is vital.

*151 K6. W is 15 points richer.

*152 L11. Anxiously trying to offset the loss suffered below. *M10 was correct. There should be a more decent interval between Black's blunders.

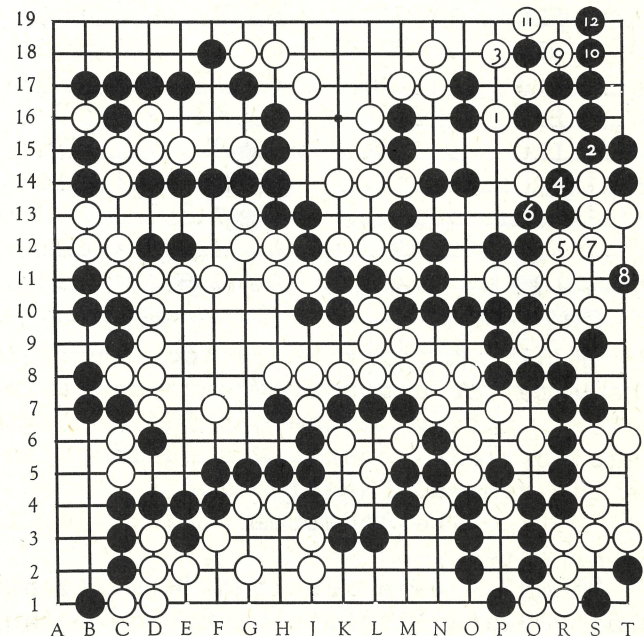
*159 L10. It is better not to lose stones in the center of the board - they are too conspicuous.

*170 T14. B has sente at an important moment, but with reasonably correct play on both sides, W should win.

*180 P1. Considering his game lost, Black invites the Ko at B2.

*202 S15. *P18 would have captured the entire group, and is certainly prettier - the difference between a rapier and a bludgeon.

*212 S19. Play continued for some time after this, but B has stumbled into a hopelessly won game, and the remainder isn't of much interest.



201 - 212

HANDICAP JOSEKI

Part 11

	17	18	19A	19B	20	21	22	23	24	25	26	27	28	29	30	31	32
°1	F3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
°2	C7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
°3	E5	-	-	-	-	-	D6	-	-	C4	D2	E7	B5	-	-	D3	-
°4	D5	-	D3	-	-	-	C6	D7	F4	C3	C3	D3	C5	-	-	C3	-
°5	D2	E7	C6	-	-	-	D3	D3	G4	C5	C2	C8	C3	B4	-	E4	D2
°6	C3	E3	D6	-	-	-	C3	C3	E3	D5	B2	C6	B6	C3	-	D2	E4
°7	C2	E2	D5	-	-	-	D5	C4	F5	B3	B1	D8	B4	C4	-	D5	F4
°8	B2	D2	C5	-	-	-	C4	C5	E4	D2	B3	H3	D3	D3	D5	E3+	K3
°9	B1	C8	B6	-	-	-	E4	B4	C6	B2			D2	C6	D3	C4	C4
°10	B3	B8	B5	-	B7	-	D7	E3	G3	B6			E2	D6	E3	D3	C5
°11		B7	B7	-	B5	E6		D2	H4	B5			C2	D5	D2	E5	B4
°12		B6	C8	D7	C4	D7		E4	F2	A5			E3	E5	E2	B5	B3
°13		D7	B8	C8	B4	C4		E2		A4					C2		B5
°14		A7+*	C9*	D8*	B3*	B5*		E6		A6*					F4		B6*

*The continuation is shown in diagram below.

This is the second of two installments dealing with unusual attacks after °1 F3, °2 C7.

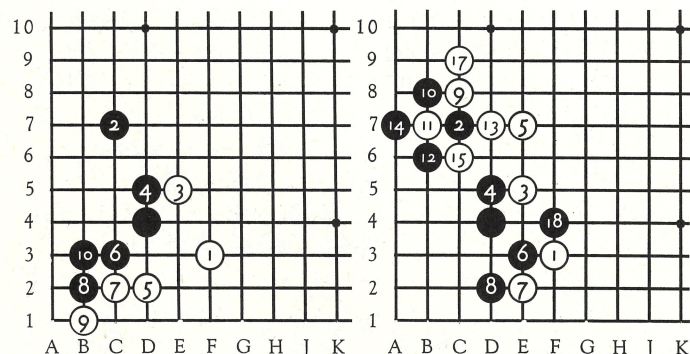
Joseki 17

°3 E5. W's intention is to follow up with °M3 to develop a great area on the south border.

°4 D5. The safest play.

°6 C3. Or B can play °6 E6 - if W then plays C3, Black need not answer.

°7 C2. Or °7 E7.



17

18

Joseki 18

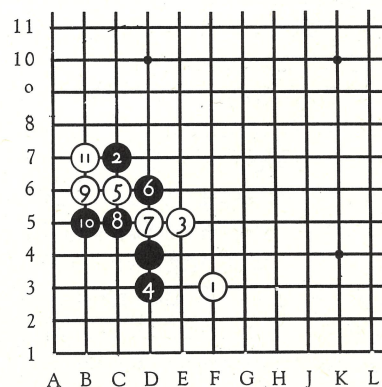
°6 E3. Or °6 D8, but °6 E4 is not good because °7 F4, °8 E6, °9 F6 and Ko.

°14 A7+. Not °14 C6 because °15 B9 with sente.

°16 is played at B7.

°18 F4. If W replies °19 G3, then °20 G4. °19 D6? °20 C5, °21 E4, °22 D3. If Black can play E9 he has a superior position.

Joseki 19



°4 D3. Stronger than D5, if B is sure of the continuation, but no mistakes are permitted!

°11 B7. Now B can play C8 or D7, leading to the sequences shown in Diagrams 19 A and 19 B. °11 D7? °12 E6, °13 B7, °14 F5. °15 E4? °16 F6 threatening °G3 or °C8. If instead °15 C8+, then °16 D4+!

A

Joseki 22

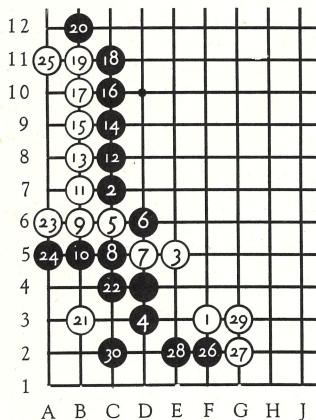
°13 B8. °13 D7? °14 E6, °15 D8, °16 F5, °17 B9, °18 E4+2.

°15 B9. °15 B3 leads to the same position with a mere inversion of sequence.

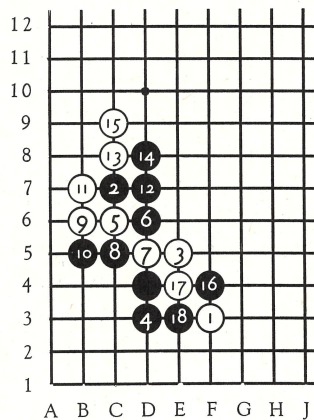
B

°13 C8. Or °13 B8, °14 F4! °15 E4 °16 E3, °17 E6, and now B can play G4 or attack °C9. However, it is also quite good to play G3, intending to sacrifice the three stones around D7. If W wants to take them he must first play F5 - B replies G4, and W plays E8. Then B has sente and a definitely better position.

°18 E3. Naturally B must not give up the F4 stone.



19 A

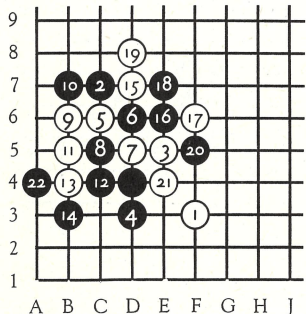


19 B

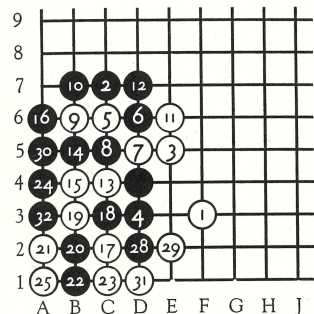
Joseki 20 and 21

If B elects to play °10 B7 instead of °10 B5, we obtain the sequence of Joseki 20 or 21.

In Joseki 21, °26 is played at B2, °27 at B1+.



20



21

°7 D5. Another acceptable play is °7 C4, °8 B4 (now W can play elsewhere and return later with °E4 or °D2; if B returns first, he must begin with °D2, and after °E3, must not omit °C5+!) Or °7 C2, °8 C4! (better than 8 E3) °9 E2.

°8 C4! °8 C5 is a beginner's error - White would have sente after °9 E4.

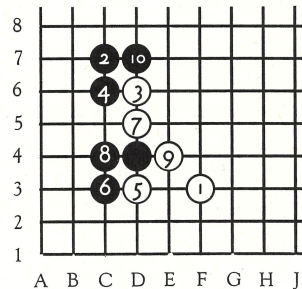
°10 D7. Important. If B does not play here, there may follow: °C5, °B5, °B6, °B4, °C8, °D7 or °B7, °B7 or °D7.

Joseki 23

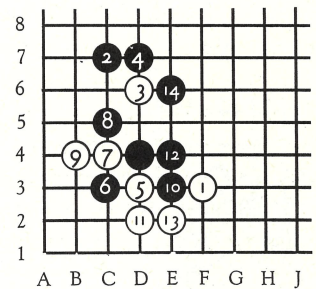
°6 C3. Or °6 C4, °7 C3, °8 E4 - if W now closes with °9 E3, B can play elsewhere; if W plays °9 elsewhere, B can strengthen his position with °D6 when opportunity offers.

°8 C5. Or °8 D2, °9 E3, °10 B4, °11 C5, °12 B5.

°14 E6. True, B has suffered a small loss in the corner, but his strength toward the center more than compensates for this.



22

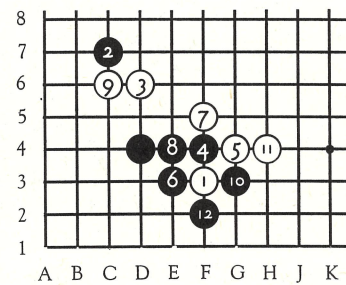


23

Joseki 24

°9 C6. If °9 G3, B easily makes his situation secure with °10 C6.

°12 F2+. A good stroke. °12 H3 would lose sente.



24

Handicap Joseki

Joseki 25

°3 C4. If B wants to play safe, °4 D5 is indicated. If then °5 C3, °6 D3, and we have a familiar Joseki. If °5 D3, then °6 C3 and we have the scissors Joseki.

°5 C5. °5 D3 would be the scissors again.

°7 B3. B can arrive at one of the variants of the scissors with °8 E3 or B5.

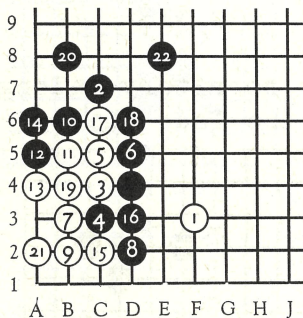
°8 D2. Very important! D3 or C2 instead, would not be as good.

°9 B2. °9 C6? °10 D6 - °11 B7? °12 B2 or °12 B8, °13 C9, °14 D7, °15 B6, °16 C9, °17 B2, °18 D8+. It is generally best to capture such a stone before W threatens to save it by a ladder.

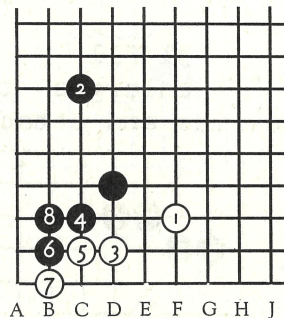
°10 B6. Better than C6 - W must now play very carefully.

°21 A2. Not D7 because W would die: °22 D8, °23 E7, °24 A2.

°22 E8. B is thus secure. Alternatively, he may attack the °F3 stone by °22 H3 or J3. If then °23 D7, °24 D8, °25 E7? °26 F4. Or if °23 F5 or °23 G5 after °22 H3 or J3, then °24 E8 and B has a very good position.



25



26

Joseki 26

°3 D2. W plays this stone when it is important for some reason that he strengthen the F3 stone.

°4 C3. °4 C2? °5 C3! °6 D3, °7 B2, °8 E2, °9 C1+ and W has a big corner.

°7 B1. Looks small but isn't. If B plays elsewhere, W plays B3 and gains strength while weakening Black.

°8 B3. Now the B position is strong, the white threatened.

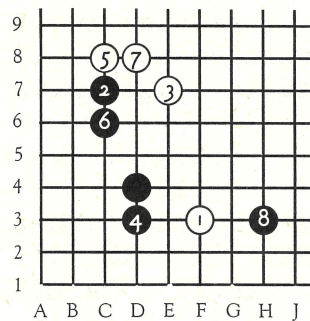
Joseki 27

°4 D3. Prevents all complications.

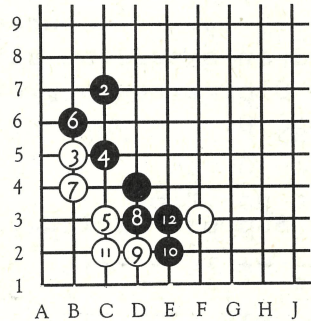
°6 C6. Secures the corner with sente.

°7 D8. Now B can play elsewhere, but at the beginning of the game the continuation at H3 is good.

°8 H3. °8 F4? °9 G4, °10 F5. After °8 H3, White must play F5 or G5, upon which B re-inforces his H3 stone and has two safe groups.



27



28

Joseki 28

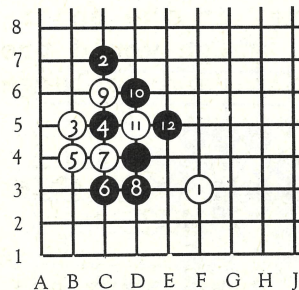
°6 B6. °6 D3, °7 C4, °8 C6 is a familiar Joseki.

°7 B4. °7 D3? °8 B4.

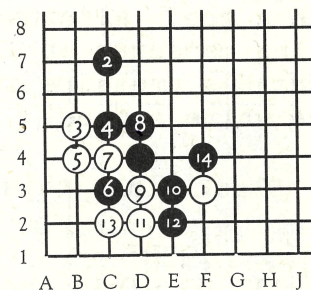
Joseki 29

°8 D3. °8 D5 is also good, as shown in Diagram 30.

°12 E5. Now W is at a loss for a good continuation. °13 D7? °14 C5+, and at the beginning of the game W has no Ko threats. If instead °13 C5, then °14 B7, °15 E4, °16 E6, °17 B3, °18 B2 °19 A2, °20 C2 and W cannot long survive in the corner.



29



30

(continued on page 64)

EVEN GAME FUSEKI STUDIES

by Honinbo Shusai

Maneuver Seventeen

Black	White
1 R16	2 E16
3 Q3	4 P17

5 C5

Or *5 C4.

6 D3

White had many choices here.

7 C16

*7 is, of course, feasible, but B had an excellent alternative at Q5. If *8 C16, B could profitably follow with *9 C10.

8 D14

9 E17

10 F17

Suppose White played 10 D16. Then *11 D17, *12 C17, *13 B17, *14 C18, *15 B18, *16 C15, *17 B16, *18 F17, *19 D18, *20 E18, *21 C19+2, *22 G16. This Joseski sequence develops into a very interesting large design along the north side in view of the white post at P17.

11 D17

12 G16

W could play *12 F18 instead. This also contemplates a large design along the north border by making maximum use of the two corner formations. The sequence would be: *13 B14, *14 Q15, *15 R15, *16 Q14, *17 R13, *18 F13.

13 Q15

14 B15

*14 puts a finishing touch to the open side with sente and prevents B's C14.

15 B16

Tenuki here would subject the corner to a life-or-death Ko.

16 Q5

This is an important point, but W had a good alternative in the encircling maneuver at O15, which would prevent B's pressure at O16 and enlarge the white sphere.

17 O16

Black finds this highly profitable.

18 N17

19 R7

*19 R5 would have been very bad. After *20 R6, *21 R4, *22 Q7, *23 P6, *24 Q6, *25 P4, *26 R11, White has the side territory which would otherwise

belong to Black.

20 P6

Intending either *22 O3 or Q8.

21 O4

22 Q8

23 R5

24 R8

25 Q4

B cannot omit this play. e.g. *25 tenuki, *26 R4, *27 Q4, *28 S5, *29 R6, *30 R3, *31 R2, *32 S2, *33 Q2 and the three black stones are lost.

26 D8

W had three good choices here. To prevent B's extension from C5, either D8, or a step lower, C8, is indicated. *26 R12 would afford W territory at the expense of his opponent. *26 N16 would add greatly to W's north territory and prevent B's play here.

27 F5

If B should tenuki, W's occupation of D6 would imperil the black position.

28 G3

*28 Is the customary guard against a possible black play at F3.

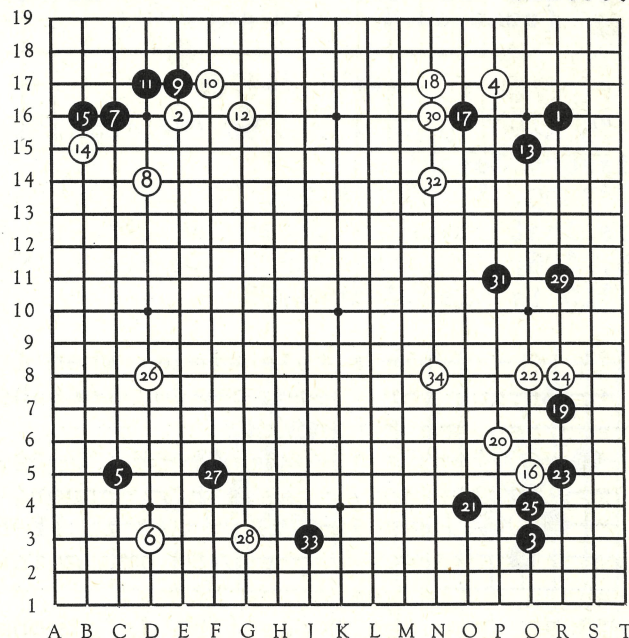
29 R11

*29 N16 was also good here.

30 N16

31 P11

*31 enlarges the territory along the side and attacks the four whites.



(continued on page 64)

INVASIONS - continued from page 57

°2 D5 is another good reply to °1 F5. °3 D3, °4 C3, °5 G3 is the correct continuation. °11 J4 is very good. The white area has been greatly reduced.

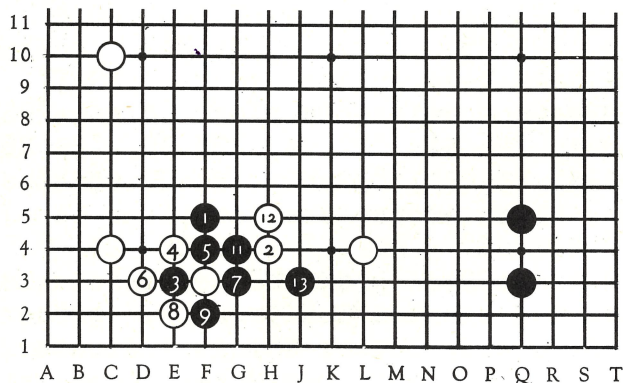
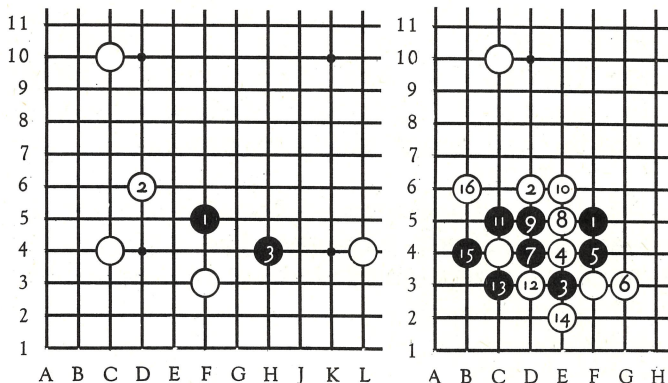


Diagram 6 C

Here White replies with keima, or knight's jump from F3 to H4. The sequence from °3 E3 to °13 J3 divides the white territory and may be considered quite successful. If W plays °10 G4 instead of filling at E3, a vigorous Ko fight will ensue. W can suffer great loss from the Ko and will almost always connect at once. In some cases, B may play °3 D6 in place of °3 E3.

Diagram 6 D

B answers °2 D6 in kind, jumping to °3 H4. B can invade at E3 or elsewhere in the corner when he decides to do so.



6 D

6 E

Diagram 6 E.

°3 E3 instead of °3 H4 would be undesirable as Diagram 6 E shows. W answers strongly with °4 E4 and °6 G3. °7 D4 to °15 B4 is the only sequence available to Black. °16 B6 is very effective, strengthening White's outpost at C10.

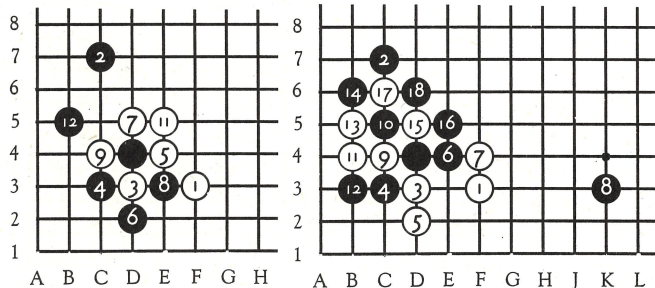
To be continued

Handicap Joseki - Part 11 (continued from page 62)

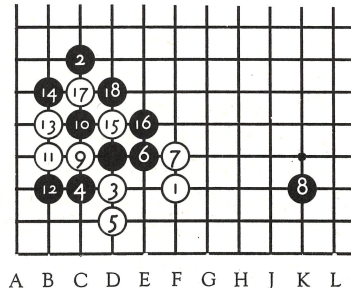
Joseki 31

°5 E4. °5 C4 would be the familiar scissors Joseki.

°7 D5. °7 E3? °8 D5, °9 F6, °10 D6. This last stone is necessary, or else °D6, °C6, °C2, °B3 and W can cut at C4. °10 is placed at D3.



31



32

Joseki 32

°6 E4! B must not omit this outward thrust.

°8 K3. If there is already a White stone near K3, B should play elsewhere. °8 C2 is worthwhile only when the game is well advanced.

°18 D6. Sacrifices the two stones in the corner and seizes sente. B has a very secure group.

Even Game Fuseki - continued

32 N14

To prevent the possible sequence °N15, °M15 and °M14!

33 J3

34 N8

A black play here would endanger the four white stones.

[The study ends here, without the usual summary of the state of affairs.]

NEWS AND VIEWS

MR. MASAYOSHI FUKUDA, 6th Dan, who made so many friends among us on his visit last year, has sent us some excellent study material for the next issue of the Journal. Offering to contribute again, Mr. Fakuda asks for suggestions as to what would be of most interest and usefulness.

A VISIT TO BOSTON by Mr. Kinsburg and Mr. and Mrs. Morris resulted in a couple of sessions of enjoyable if hardly distinguished play on the part of the visitors. The games were preceded by a Chinese banquet which was calculated to kill that keen aggressive spirit! The hosts were Professor L.S. Yang, and Messrs J.H. Chang, K.C. Chao, A. Grometstein, C. Huang, S.T. Lo, I. Mann, T.Y. Sung, and Z.V. Yue. This active Wei-ch'i group has been meeting alternate Sundays, usually at the home of Professor Yang. It is the third that he has formed in the Boston area, university populations being transient in character. (Mr. Mann moved to New York the following day, for reasons not connected with this visit.) Any player finding himself in Boston is advised to call Professor Yang (EL 4-2065) - and to make sure, if he is a weak player, that he gets a proper handicap.

NEW JERSEY MOURNS, NEW YORK REJOICES - Karl Davis Robinson has moved to 430 East 56 Street, Manhattan. Phone PL 5-6622. One of his first actions after settling was to give a small cocktail party (with large cocktails, however) as a farewell to Ambassador Tsushima. New York players who can read Japanese have been seen eying his extensive Go library hungrily.

THE GERMAN GO ASSOCIATION is, we hope coming to life again in West Germany under the leadership of Mr. Leo Grebe, of Nürnberg. Following a pattern familiar to us, he is taking the first step of getting the names of all the German and Austrian players. Success to him!

FOR TRAVELING GO PLAYERS: The following is a list of the players to contact, and the places where Go is played regularly.

BALTIMORE: Dr. G.W. Rosenthal, 2700 Talbot Road. LA 0247 or LI 9684.

BOSTON: Prof. Yang (see above) or Mr. S.T. Lo, 290 Mass. Av. EL 4-4188.

THE CHICAGO RESETTLERS CLUB: 1110 N. La Salle St. Chicago 10. DE 7-1076.

THE LOS ANGELES GO CLUB: 202 N. San Pedro St. Los Angeles 12.

MADISON, N.J: Mr. Lester H. Morris, 25 Wilmer St. (Apt. A3-1) MA 6-2856.

NEW LONDON, CONN: (the neighborhood of Gales Ferry - halfway between New London and Norwich) Lt. Cdr. Dean Farnsworth, Ledyard 4-7240.

NEW YORK CITY: Marshall Chess Club, 23 West 10th St., Monday nights; also Hotel Marseilles, 103 St. and Broadway, Saturday nights.

PORTLAND, OREGON: Mr. Paul Yearout, 5205 N.E. Mallory, MU 3284.

SAN FRANCISCO: Dr. W.W. Marseille, 288 Ewing Terrace, West 1-1080. Also daily play at the Japanese Go Club, Buddhist Temple, Bush and Laguna Streets, JO 7-8624.

WASHINGTON, D.C: Mr. R.C. Blanchfield, 222-3 Chanute Hall, 3800 Porter Street, N. W. WO 9728.

WILMINGTON, DEL: Dr. T.A. Ford, Horseshoe Hill, Hockessin, Del. HO 7491.

TORONTO, ONT. CANADA: Mr. K. Kerns, 410 Dovercourt Road (Apt. 11). Phone Lloydbrook 8036.

THE AMERICAN GO ASSOCIATION
23 West 10th Street
New York 11, N. Y.

EQUIPMENT LIST - ISSUED DECEMBER 1952

For a long while we have hoped to set up contact with a source of Japanese stones, etc. at reasonable prices. AT LAST!

* * *

THE BRIGHT STAR TRADING COMPANY
address: Hirakata P.O. Box No. 11, Osaka, Japan, offers American Go players the following equipment: (ORDER DIRECTLY FROM BRIGHT STAR!)

STONES: Thirteen grades, from "A" at \$3.50 to "M" at \$77.10 per set - 180 white shell and 181 black slate, without bowls. (The \$3.50 stones are the thinnest, of course, and tend to have slight flats on top and bottom. But compared to \$2.00 poker chips, they are a delight! Our choice is the "D" grade at \$5.10, as an excellent buy. Above this price the stones get thicker and thicker - "H" at \$16.30 are certainly worth the difference, but you are beginning to pay for art.

TSUBOS (bowls): Chestnut, \$2.10 per pair; cherry \$2.50, Zelkova \$2.80. Also larger zelkova (for the thicker stones) at \$3.80 per pair.

BOARDS: Folding boards, 16 1/2 x 17 1/2 x 1", at \$6.50.

GO-BANS: same area as above, but with four short legs, in various thicknesses and finishes from varnished 2 1/8" thick at \$9.40 (plain polished \$10.30) to 6 3/4" thick plain polished at \$21.70. (The tsubos we have seen are very pleasing. We have not seen enough of the boards to offer comment.)

* * *

Prices include shipment to the United States by insured parcel post, but do not include customs duty. The New York Customs house informs us that duty (which your postman collects without any red tape) should be about 16% on the wooden items. There is no duty on the stones. Postal money orders, which are transmitted by air mail, are the most convenient way of sending payment. Allow about 6 to 8 weeks for delivery. Members who have dealt with Bright Star have been very pleased in every respect.

COMPLETE DOMESTIC SET: Stones made of catalin (a heavy unbreakable plastic) which in our opinion compare well with the better Japanese stones, in plastic bowls, and with a 19 x 19 cardboard board, (boards only, 65¢ each) at the price of \$19.50, may be ordered from Mr. Henry Westphalen 73 Serpentine Road, Tenafly, New Jersey.

LITERATURE

The Game of Go, by Lester and Elizabeth Morris. A 23 page booklet giving the rules and an illustrative game. Intended for those previously unacquainted with the game. Price 25¢, payable in stamps. Order from Mr. L. H. Morris, 25 Wilmer Street, Madison, New Jersey.

Modern Chess Strategy, by Edward Lasker. Contains a valuable appendix on Go. Order from your bookseller.

The American Go Journal, published by the American Go Association. A "MUST" for every Go player! Subscription included with membership in the American Go Association. Regular membership \$3.00 per year (four issues). One year introductory membership for students and members of the armed forces, \$1.00.

THE AMERICAN GO ASSOCIATION
Summary of the Annual Reports

The annual meeting of The American Go Association will be held at 8 P. M. on January 12th, 1952, at 23 West 10th Street, New York, N. Y.

We anticipate a full attendance of those members who are able to be in the New York area. For the benefit of members who cannot attend the meeting, we attach a summary of the reports of the President and Treasurer.

Summary of the President's Report

Four years ago a handful of New York Go players met at 23 West 10th Street to discuss the possibilities of reviving the old and long dormant local Go Association. Officers were elected, and plans were laid for the expansion of the local Association into a national one. Mr. Karl Davis Robinson, ever mindful of the propagation of the game, put his cards on the table, which consisted of a briefcase-full of plans for an English Go publication. I need not go into details, you know the story.

As I look back on our meager beginnings, the tremendous task confronting the few, I am overwhelmed with the progress made. As out-going president, I wish to express my heartfelt thanks to all who have given so freely of their time and effort to make our dreams of four years ago come true.

Respectfully submitted,
Boris J. Kinsburg, President

Summary of the Treasurer's Report

November 1, 1951 to October 31, 1952

<u>Receipts</u>		<u>Disbursements</u>	
Cash on hand Nov. 1, 1951	\$81.64	Journal - 4 issues	
		Typing	125.00
1951 Memberships, regular	33.00	Photos	14.00
1951 Memberships, student	2.00	Printing	203.38
1952 Memberships, regular	378.00	Postage	38.00
1952 Memberships, student	9.00	Stationery	32.25
1953 Memberships, regular	3.00	Publicity	2.05
Sale of lack issues (resulting from June "Special")	80.25	Miscellaneous	10.00
Donations	9.25	Bank service charge	4.85
		Disbursements	429.53
Receipts	514.50	Cash on hand Oct 31 1952	166.61
Total	596.14	Total	596.14

I wish to remind our members that publication costs have risen, (membership dues have not!) and in order to continue publication of the Journal it is imperative that our membership increase from year to year. Please be prompt in renewing your memberships, (DUE NOW!) and if you have children, enroll them too.

Respectfully submitted,
Elizabeth E. Morris, Treasurer